Jumpers Layout:

```
(L) \blacklozenge \blacklozenge \blacklozenge (H) - Jumper 8: GL0F0

    Clock skew for AMplugs

(L) ← ♦ (H) - Jumper 9: GL0F1
                                       - Clock skew for AMplugs
(L) \diamond \diamond \diamond (H) - Jumper 2: GL1F0
                                       - Clock skew for GLUE2 chip
(L) \blacklozenge \blacklozenge (H) - Jumper 3: GL1F0
                                      - Clock skew for GLUE2 chip
(L) ♦ ♦ (H) - Jumper 6: BRDFBF0 - Clock skew for AMBOARD
(L) \blacklozenge \blacklozenge (H) - Jumper 7: BRDFBF1 - Clock skew for AMBOARD
(L) \blacklozenge \blacklozenge (H) - Jumper 4: GL2F0
                                      - Clock skew for GLUE2 chip
(L) ♦ ♦ ♦(H) - Jumper 5: GL2F1 - Clock skew for GLUE2 chip
(L) \blacklozenge \blacklozenge (H) - Jumper 1: FS Amboard frequency range select
(L) \blacklozenge \blacklozenge (H) - Jumper 10: FS Amplug frequency range select
 (L) \blacklozenge \blacklozenge (H) - Jumper 13: CLOCK1 F0 - Skew for CLK1
 (L) ♦ ♦ (H) - Jumper 14: CLOCK1 F1 - Skew for CLK1
 (L) ♦ ♦ (H) - Jumper 21: CLOCK3 F0 - Skew for CLK3
 (L) ◆ ◆ → (H) - Jumper 22: CLOCK3 F1 - Skew for CLK3
(L) \blacklozenge \blacklozenge (H) - Jumper 15: FBA F0 - ALL : Skew for ALL - CLKA&CLK1
(L) \blacklozenge \blacklozenge (H) - Jumper 16: FBA F1 - ALL : Skew for ALL - CLKA&CLK1
(L) \blacklozenge ~ \blacklozenge (H) - Jumper 25: FBB F0 - ALL : Skew for ALL - CLKB&CLK3
(L) ♦ • (H) - Jumper 26: FBB F1 - ALL : Skew for ALL - CLKB&CLK3
(L) 	→ ♦ (H) - Jumper 17: CLK(0)F0 - Skew for Rising edge of CLKA
(L) ♦ ♦ (H) - Jumper 18: CLK(0)F1 - Skew for Rising edge of CLKA
(L) ♦ ♦ ♦ (H) - Jumper 11: CLK(1)F0 - Skew for Falling edge of CLKA
(L) \blacklozenge \blacklozenge (H) - Jumper 12: CLK(1)F1 - Skew for Falling edge of CLKA
(L) 	→ ♦ (H) - Jumper 19: CLK(2)F0 - Skew for Rising edge of CLKB
(L) ♦ ♦ (H) - Jumper 20: CLK(2)F1 - Skew for Rising edge of CLKB
(L) ♦ ♦ (H) - Jumper 23: CLK(3)F0 - Skew for Falling edge of CLKB
(L) ◆ ← (H) - Jumper 24: CLK(3)F1 - Skew for Falling edge of CLKB
```